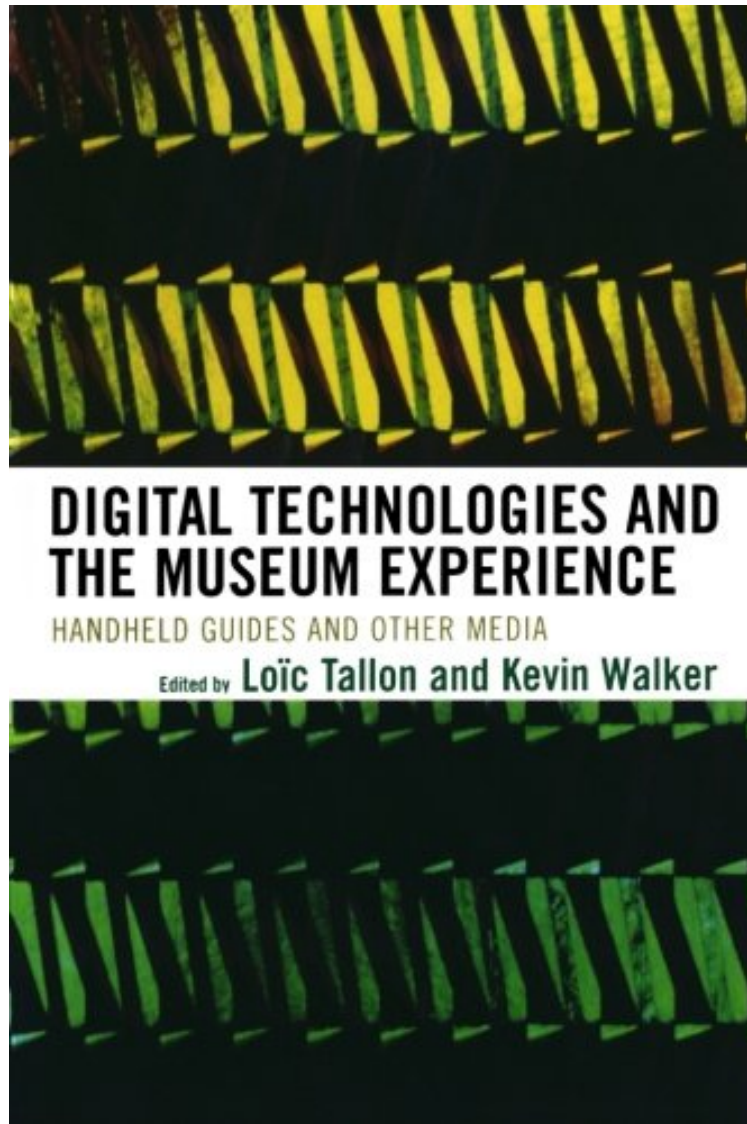


Digital Technologies and the Museum Experience: Handheld Guides and Other Media

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From Brand: AltaMira Press : Digital Technologies and the Museum Experience: Handheld Guides and Other Media before purchasing it in order to gage whether or not it would be worth my time, and all praised Digital Technologies and the Museum Experience: Handheld Guides and Other Media:

2 of 2 people found the following review helpful. Outdated.By L. KapeloffI purchased this guide believing it was an updated edition; unfortunately it is quite dated, and doesn't include sections on tailoring content for iPads,iPods and

smartphones, which provide a cutting-edge tool to museums without an enormous investment in new hardware... Product info should specify how old the edition is and that it is in serious need of revision! 0 of 0 people found the following review helpful. A fascinating resource By Dr. Hilary This book, reports on research from many countries concerning the use of mobile technologies (cell phones, digital cameras, MP3 players, PDAs, and much more) for visitor interaction and learning in museums and historic sites. It's absolutely fascinating to read about the creative strategies these research projects have explored. This is the future!

The biggest trend in museum exhibit design today is the creative incorporation of technology. *Digital Technologies and the Museum Experience: Handheld Guides and Other Media* explores the potential of mobile technologies (cell phones, digital cameras, MP3 players, PDAs) for visitor interaction and learning in museums, drawing on established practice to identify guidelines for future implementations.

This book makes an important and timely contribution to the field of museum studies. For museum practitioners, it provides a useful reference work on the application of digital interpretive technologies. Along with practical and technical information, there is much to stimulate thought about how such technologies encourage and empower the user. The book wisely ends on a cautionary note: to be successful in the longer term 'new museum media always need to harmonize with existing practice.' (Margaret Greeves, The Fitzwilliam Museum) Well written, thought-provoking, and informative...an indispensable resource for museum professionals. Essential. (J. M. Youmans CHOICE, April 2009) This volume highlights the exciting potential for handheld devices and digital technologies in museums and related settings. It provides a valuable, in-depth guide to an important set of research projects that have important implications for educators, exhibit designers, museum curators, and others. This book greatly expanded my horizons. I found it compelling and highly readable. (Hillary McLean Educational Technology, July-August 2009) Rather than pushing technology for technology's sake, this book presents an intelligent and well-considered discussion of the ways technology can transform the museum experience. Editors Tallon and Walker have created a much needed overview of important research and writing from an internationally-acclaimed group of scholars, museum professionals, and learning specialists. This compendium provides a framework for understanding how digital technologies - from audioguides to multi-media tours and web-based applications can enhance and expand the impact of a museum visit. An indispensable resource for both the museum professional and student. (Kathryn Potts, Whitney Museum of American Arts) It explores in a most enlightening way how mobile devices and digital technology as such may be used to enhance and transform the visitor's experience of the museum. (Mediekultur: Journal Of Media and Communication Research) About the Author Loc Tallon has worked as an independent researcher and as a project manager and new media consultant with Cultural Innovations, a leading international museum consultancy. Kevin Walker has worked in and with museums since 1996, including five years as senior software designer for exhibitions at the American Museum of Natural History in New York.